Axecutive Iroclamation State of South Dakota

Office Of The Governor

Music, an art of combining tones to form expressive compositions, is enjoyed by the entertainer and all who listen to the performer. Music can make you happy. It can make you sad. It may bring charm to your sadness or meaning to your happiness. It is the essence of order and leads to all that is good, just and beautiful; and,

WHEREAS, Chuck Mewing knows the great worth and beauty of music in our everyday liven; and,

WHEREAS, At the age of eight, Chuck got his first taste of playing music on a cornet belonging to a friendly anot mechanic; and,

WHERFAS, For almost a half century, Chuck has performed with most all the bands in the Aberdeen area, many times jobbing with big bands that were short a trumpet player, played back-up for many performers coming to the civic arena, including back-up for Myron Florin; and,

WHEREAS, For many years, Chuck Mewing has worked hard to master all types of music. His love for jazz music, however, has taken Chuck many times to New Orleans where he met and played his trumpet with many fine musicians on Bourbon Street, attended many exceptional concerts, and met many fine musicisms during a trip through Europe, including Poland and Russia, in

WHEREAS, Throughout the years, as Chuck Mewing has given so much of himself, it seems only right that this maker of melodies be rewarded and recognized for his fine achievements in the arts; and,

WHEREAS, So powerful and lasting is this influence that the Dakota Musicians Association has chosen Chuck Mewing to the Dakota Musicians Hall of Fame:

NOW, THEREFORE, I, GEORGE S. MICRELSON, Governor of the State of South Dakota, do hereby proclaim April 2, 1987, as

CHUCK MEWING DAY

in South Dakota.

IN WITNESS WHEREOF, I have hereunto set my hand and caused to be affixed the Governor's Seal of the State of South Dakota, in Pierre, the Capital City, this Twenty-fifth Day of March, in the Year of Our Lord, Nineteen Hundred and Eighty-Seven

Marie Tine, SCHRITTARY OF STATE